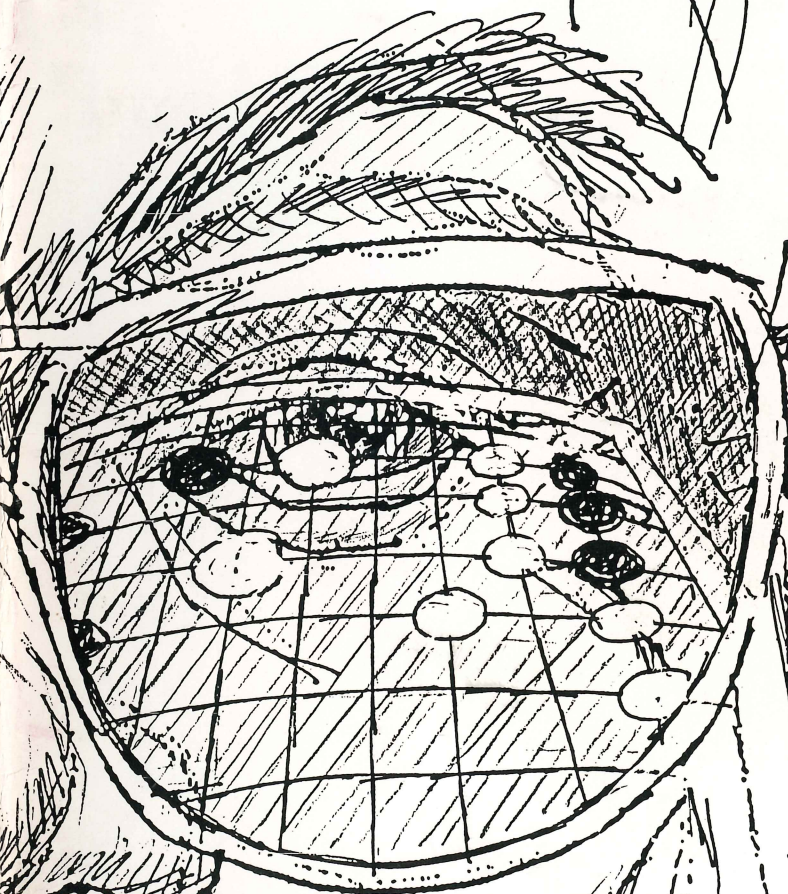


# The American Go Journal

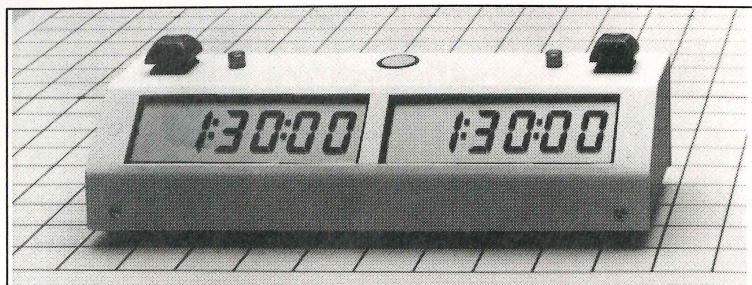
Volume 29

Number 1



# New Digital Go Clock **CHRONOS**

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# The American Go Journal

Volume 29

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**Go is . . .** an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

Go's few rules can be demonstrated quickly and grasped easily. It is enjoyably played over a wide range of skills. Each level of play has its charms, rewards and discoveries. A unique and reliable handicapping system leads to equal contests between players of widely disparate strengths. Go is uniquely flexible and rewards patience and balance over aggression and greed. An early mistake can be made up, used to advantage or reversed as the game proceeds. There is no simple procedure to turn a clear lead into a victory. Go thinking seems to be more lateral than linear, less dependent on logical deduction, and more reliant on a "feel" for the game, a "sense" of form, a gestalt perception of significant patterns.

Beyond being merely a game, Go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, Go is challenging and fun.

THE AMERICAN GO JOURNAL (ISSN 0148-0243) is a publication of The American Go Association and offers instruction, commentary, news and articles of general interest about the game of Go. AGA membership and AGJ subscription is \$25/year. Copyright 1994 by The American Go Association. All rights reserved. Reproduction in whole or in part is prohibited. Back issues are \$20/volume. Write: AGA, Box 397, Old Chelsea Station, New York, NY 10113.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
- develop projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game and to develop your strength and that of your opponents. Join today!

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*Thank you for your support!*



# GO NEWS

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## ING \$\$ WILL SUPPORT MASTERS TOURNAMENT

The AGA Executive Committee has budgeted \$18,000 of this year's Ing grant to conduct a US Master's Tournament, including all resident pros and selected top amateurs. Preliminary rounds will be played on the Internet Go Server, with a possible playoff at this year's US Go Congress in Seattle.

According to the current proposal, drafted by East Coast VP Chen-dao Lin, the first round would include only professionals, who will receive playing fees as well as prizes. In the future, a three-tier qualifying process will make it theoretically possible for anyone to earn the right to play in one of three or four amateur slots. The "Eligibility" tier will be the present tournament circuit, with the winners of major tournaments advancing to a round-robin "Playoff" round in which they play each other. In later stages, pros will enter this field, and the winner will challenge the current title holder, as in most Asian tournaments.

The exact structure, especially the criteria for amateur contenders, has not been finalized. However, it is likely that contenders will be selected by this summer.

## \$5000 PR CHALLENGE GRANT

The AGA has issued a request for proposals to promote and publicize Go, and to increase AGA membership. Up to \$5000 may be awarded, with the expectation of at least an equal return in membership dollars. If you have a proposal, submit it to: AGA, Box 397, New York, NY 10113.

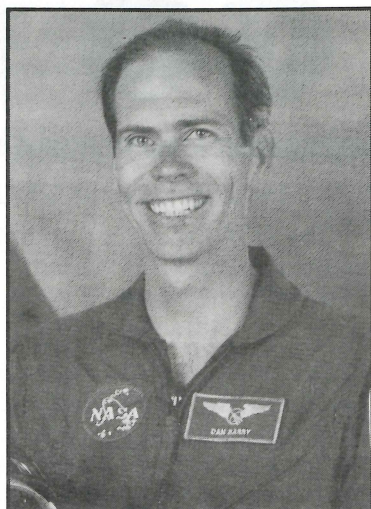
## ISHI PRESS MAKES CHANGES, STAYS ON TRACK

Rumors of a shakeup at Ishi Press that have circulated lately are greatly exaggerated. Jim Connelley has resigned as President effective January 1, and has been replaced by Hartland Snyder as Acting President. Anton Dovydaitis and the rest of the staff all remain active and enthusiastic. Relations between Ishi International of San Jose, Ishi Press of Japan, and Ishi Ltd of London are being restructured.

*Go World* subscribers received issue #71 in early February. The future of this wonderful magazine was in doubt at one point, but now seems secure, though recent issues have appeared somewhat sporadically. Nonetheless, for English-language readers interested in top-level play, there's nothing like it. A recent "thread" on the Internet deploring these delays also served to show, by the intensity of some complaints, how valued and eagerly anticipated each issue is.

## GO IN SPACE

Dan Barry, AGA 1K, a member of the Houston Go Club, will be one of the first two first humans to play Go in space in November of this year. Dan has trained as an astronaut since 1992 in Houston. His first space shuttle flight (STS-72) is scheduled for November 30. During the flight, he and fellow crew member Koichi Wakato will replay a famous game from Go history. Although other Japanese astronauts have flown as payload specialists, Mr. Wakato is the first to fly as a NASA mission specialist. Dan will carry a small, light Go set in his personal kit, the total weight of which can be no more than 1.5 pounds.



Astronaut Dan Barry will play some light moves in November

In this mission, Barry will also conduct two 6-hour long space walks to retrieve a Japanese satellite from space. They will bring the satellite back to earth on the return trip. Internet users might want to say hello to Dan when you run into him. He has been active lately using "db". You can also contact him at 71247.3153@compuserve.com.

The AGA is sponsoring three contests in connection with this event. See the box to the right for details.

Dan would like to invite as many AGA members as possible to the launch. (reported by Peilung M. "Mike" Peng)

## KISEI TITLE GAME COMES TO ATLANTA

The Kisei ("Go Saint") Tournament, featuring two top Japanese pros, came to Atlanta for three memorable days in January. Title holder Cho Chikun bested Kobayashi Satoru in a game played on the twentieth floor of the lavish Nikko Hotel. Cho had the game pretty well wrapped up by the end of the first day (Sunday January 18) — Kobayashi struggled for another ninety moves on Monday, then resigned. The players were accompanied on their trip from Japan by other pros (including Michael Redmond), officials, sponsors and a tour group.

In an amateur tournament held before the main event, the best prize went to the losers — teaching games with the pros, including Redmond. Organizers Debbie Siemon and Timothy Shands were accorded the unusual honor of simultaneous games with Kobayashi before the big game. Debbie was interviewed live for "the folks back home" by NHK, and was



# THREE CONTESTS

## SPACE GO SET DESIGN CONTEST

**Go Set Specifications:** Contact Mike Peng for more information.

**Prizes:** Top three designs will be awarded a special plaque.

**Eligibility:** Any person. Commercial go sets are disqualified.

## ESSAY CONTEST

**Essay Title:** "Space Go and Communications"

**Prizes:** 1st Place \$150.00: 2nd Place: \$100.00

**Eligibility:** Any person 18 years of age or under. Age and grade must be certified by school personnel.

## ELEMENTARY SCHOOL DRAWING CONTEST

**Title:** "How to play Go in Space"

**Format:** 8.5"x11", Black and White or Color

**Prizes:** 1st Place: \$100.00: 2nd place: \$ 75.00

**Eligibility:** Any students in grade 6 or under. Age and grade must be certified by school personnel.

**Deadline:** All entries in all contests must be submitted or post-marked on or before June 30, 1995. Entrants may submit as many entries as they wish.

**Other Requirements:** Entries should not be marked with the entrant's name. Enclose name, address and telephone on a separate piece of paper.

**Winners** will be announced in the **11th US GO CONGRESS** in Seattle, Washington in August, 1995.

**Judging:** A panel of AGA members from various cities will do the judging. Top designs of the space Go set will be reviewed and approved by Dan Barry.

**Sponsor:** the American Go Association

**Contact:** Mike Peng (713) 393-4233 (W) (713)486-7286 (H)

E-mail: pmpeng@neosoft.com

**Mailing Address:** Houston Go Club, P. O. Box 590962

Houston, TX 77259-0962

Entries will not be returned to sender. All entries will become the property of the American Go Association. Officials and their family members of the Houston Go Club are not qualified.

*These contests are not sponsored by NASA. NASA has no responsibilities for the contests in any way. Any entry that is flown in space becomes the permanent property of the US Government and will not be returned to either the AGA or the designer, builder, or winner of the contest.*

shown playing on the Internet Go Server with AGA President Phil Straus in Philadelphia.

With a top prize of ¥32,000,000, the Kisei is the richest of all the major Japanese professional tournaments. Millions of enthusiasts in Japan and throughout the world follow the yearly playoff the way American fans follow the World Series. Each year a challenger is selected in a two-stage league, and the current champion defends the title in a best of seven playoff with 8 hours per player and 5 one-minute periods of *byo-yomi* (overtime).

When the Kisei began in 1977, the great Fujisawa Shuko made history and won many admirers by winning at the fairly advanced age of 51, then going on to defend the title four more times straight. Fujisawa developed a reputation for living the good life most of the year, then shaping up and winning the Kisei. It took one of the great Go prodigies from recorded history, Cho, to finally wrest the title from him. Cho in turn lost the title to Kobayashi Koichi three years later, and Kobayashi held for eight years straight until Cho got it back last year. In its entire 18 year history, the Kisei has been held only by Fujisawa, Cho, and Kobayashi Koichi. For this achievement, each can rightfully be called one of the world's greatest Go players.

Kobayashi Satoru is no relation to Kobayashi Koichi, but made his reputation by defeating five Chinese pros in a row at the 2nd Japan-China Super Go. He is the younger brother of Kobayashi Chizu, who has visited the US and Europe many times and is one of the top female pros in Japan.

The Atlanta organizers and the American Go Association are extremely grateful to the Yomiuri newspaper, the Kisei's sponsor, through whose generosity the first major Go event in the Southeast became possible. *(additional reporting by Timothy Shands)*

## **TOP CHINESE PRO VISITS CALIFORNIA**

Chen Zude, one of China's top professionals, will visit California in February. Mr. Zude was the first mainland player to achieve good results against top Japanese players. Mr. Zude has served as President of the China Weiqi Association and as a Vice President of the International Go Federation, and more recently the Chinese Professional Go Association. For most of the 1980's he waged a long battle with cancer, but returned to active play a few years ago.

Mr. Zude will visit a tournament at the Los Angeles Korean Go Club, and will travel to San Francisco to visit Jujo Jiang's February tournament in San Francisco. Jimmy Cha, this year's North American Fujitsu winner, and Hak Soo Kim, another Korean pro living on the West Coast, will accompany Mr. Zude on his travels.

## **PAIR GO GOES PRO**

Male-female Pair Go has gone professional in Japan, with sixteen mixed pairs competing in a knockout tournament sponsored by the Ricoh company. In the final game, held January 29, a Kansai Kiin pair, Hasimoto Shoji and Konshi Kazuko, defeated Ishida Yoshio and Nakazawa Ayako from the Nihon Kiin, to win the first Ricoh Cup. *(reported by James Davies)*

## **CHINESE PROS GIVE NUMERICAL RATINGS A TRY**

The China Weiqi Association plans to adopt a rating system this year that resembles the system used by the US Chess Federation. 9-dans will begin at 2560, 8-dans at 2520, and so on in 40-point increments until



reaching 1-dan at 2200. The first list has already been published; Nie Weiping and Ma Xiaochun are tied at 2600.

The China Weiqi Association reportedly started using this system on January 1, but not to the exclusion of traditional ranks. Rather, it is intended to reflect tournament results within a given rank. The system has been implemented on a trial basis.

## **NEW TEACHING AIDS**

### **Korean-American Pro Translates Teacher's Book**

*Learn To Play Go*, by Jeong Soo-hyun 8 Dan and Janice Kim 1 Dan, is the first Go book ever translated from Korean into English. It is also the latest of the "How-to-play-go" books, and perhaps the easiest to understand. Kim, the only Westerner ever to earn credentials as a Korean pro, has adapted the first volume of a three volume series by Mr. Jeong, who was Ms. Kim's teacher. Mr. Jeong is known in Korea as "the Professor" for his popularity as a teacher on TV and for his books and magazine articles.

The 7x10 format, larger than Ishi Press books, gave graphic designers Paul Agresti and Michael Simon lots of room to experiment. They came up with a layout that uses big, visually friendly diagrams, quirky artwork and lots of space to break up the density of the material. Sidebars on subjects such as "The History of Go", "Go and Computers", etc., also contribute to a light feeling. Kim plans to translate all three volumes in the series. To order a copy, see the inside back cover of this issue.

### **New Supplement to Shareware Favorite**

*Igosup* a teaching supplement to the popular *Igo* shareware computer program, has just been released by the AGA. It contains a 113-move game on a full sized board, with each move extensively commented on a beginner's level. This project was coordinated by Roger White, with help from Dewey Cornell, Fred Hansen, Joel Sanet, Shai Simonson, Haskell Small, Norman Whiteley, Larry Gross and AntonDovydaitis.

*Igo*, which includes a 9x9 version of the Go-playing computer program *Many Faces of Go* by Dave Fotland, is the most popular Go-related shareware out there. (By the way, we hear the new *MFGO* upgrade is stronger than ever.) We estimate that thousand of copies have been downloaded from the scores of bulletin boards where it is available. Now all those users can supplement *Igo* with a comprehensive teaching program. A great gift for non-players!

## **ON THE INTERNET**

### **INTERNET GO SERVER MOVES TO KOREA**

Amid rumors that a substantial offer had been made by an Asian businessman to purchase the rights to the Internet Go Server, the IGS has moved to a new host computer in Seoul, Korea, named "igs.nuri.net." US

players experienced serious delays and mysterious crashes at first, and stability still depends on the type of internet connection you have. Americans can now sympathize with the plight of the Europeans at hellspark.

With the move to Korea has come a new command — “bet”. This is a great way to feel involved in a game played between stronger players, as you test your candidate moves against the players’ choices. Do “help bet” on the server.

The most under-utilized resource on IGS is the Go Teaching Ladder. Do “stats jl” on the server and follow the directions in the info to discover how you can volunteer to analyze games for weaker players and get stronger players to examine and analyze your games.

Geek has done quite a bit of work on the computer side of the server, supporting auxiliary services for IGS, especially a complete game archive. His system (cosmic.com) mirrors the [bsdserver.ucsf.edu](http://bsdserver.ucsf.edu) ftp site, as well as hosting the sgf records of all games that have been played on IGS, back to some date in the electronic mists. Ftp there and poke around, and thank geek if you see him on the server.

Of course we can’t speak of people who contribute to IGS without thanking the IGS trinity, who six-handedly established what is either one of the largest Go clubs in the world, or else simply the world’s biggest Go club. Thanks tweet; thanks tim; and thanks fmc. Though these three maintain the club, others have been inspired by their work, and help to make it a great place for Go. Special thanks go to the Ing Goe Foundation, which generously donated prize money to the world’s biggest ever electronic Go tournament. Thanks to olli who ran the tournament, and thanks also to the folks who helped out in various ways with the tournament. Thanks to geek, whhosken and jl for providing services that make the server a more complete Go club.

Thanks last of all to all the players on IGS, from Australia to Finland, Korea to Canada, Israel to Chile, and all points in between, who make IGS such a great place to play, watch, and learn about Go! (*reported by angus*)

## FIRST AGA INTERNET TOURNAMENT

At this writing, the first AGA-sponsored tournament on the Internet is under way, a 5 round AGA-rated tournament using the Accelerated Pairings program. This tournament is for fun and for ratings. There will be no entry fee, nor any prizes.

This is an official AGA rated tournament. US residents must be AGA members; for others, membership in the appropriate national organization is accepted. Players enter at their official AGA rating or other national go association rating, or best estimate. There is an approximate offset of 2.5 ranks when comparing igs ranks in the dan through single digit kyu range. For example, an AGA 3d may be an igs 1k or 1d. Similarly, European ranks are about 1 stone stronger, while Japanese amateur ranks are about 1 stone



# U.S. GO CONGRESS '95

Seattle, WA, August 12-20, 1995

The folks who brought you the 1986 Congress are **BACK IN ACTION FOR 1995!**

- US Open (US rep to World Amateur Go Championship in Japan will be chosen)
- \$10,000 North American Ing Cup
- North American Pairs championship (winners go to Japan)
- Self-paired handicap tournament, lightning tournament, small board tournaments, crazy go
- pro lectures, seminars, simultaneous play and commentary
- SEE the Internet Go Server (IGS) in action (continuous connection). Hands-on learning sessions for IGS.
- Record games on computer and get printout & pro commentary.
- **PLUS** Final games of the first **North American Masters Pro tournament**, with top US pros in **actual tournament play!**

## Bring the family!

There's lots more than Go in Seattle. Wide choice of off-site activities planned for non-players with guidance from experienced non-playing spouse, Erica Arnold, including the following repeats by popular demand from the 1986 Congress:

- The Taiko drummers
- Island Indian salmon dinner on Wednesday

Arrive early and/or stay longer at low Congress rates.

Internet: Late-breaking Congress news on usenet [rec.games.go](mailto:rec.games.go)

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(Organizing) Chris Kirschner days: 206-285-5402 eve: 206-323-8758

(Registration) Lee Anne Bowie days: 206-524-7058 eve: 206-524-7058

weaker. Please state you local rank, and your estimate of your AGA rank. Entry ranks for IGS'ers outside the US were figured according to the following scale:

AGA	IGS	Europe	Japan
3d	1k-1d	2d	4d
1k	4k	2k	1d

Time control is 60 15 (60 min per player, with 15 min overtime cycles to play 25 stones). In general, no additional time should be given except in cases of severe net lag. In this case, it is left up to the players. Results will be reported in the *American Go Newsletter*.

As in all AGA tournaments, no player may obtain help from outside sources, nor play out sequences and then take them back. While playing in this tournament, participants must not:

- Receive advice/comments/suggestions from others on or off the net.
- Refer to books or other printed material.
- Play out sequences ahead of actual play on a client, other program, or side board.
- Expect the opponent to undo a move.

In short, if it is not allowed at an in-person tournament, then it is not allowed here.

After registration closed, each player was sent a complete list of entrants and their e-mail addresses. As each round of pairing is posted, players are responsible for contacting their opponents and completing their game before the posted deadline. If there is no result after the deadline, one of two things will occur:

1) If both players have made a good effort to contact and schedule, but have not been able to agree on a time to play, both will receive a bye (no result). Any player receiving two consecutive byes (byes for 2 rounds, one after the other) will be dropped from the tournament.

2) If one player is negligent or seems unreasonable in contacting and scheduling, that player will default. The other player will credited with a win by default. Any player who defaults twice will be dropped from the tournament. Wins or losses "by default" will not affect either player's ratings.

## OLD GO MAGS GET BIG \$\$

In 1961, the Japan Go Association began to publish an English-language magazine called *Go Monthly Review*. GMR appeared monthly until 1973, when it became *Go Review* and appeared quarterly until 1977. Ishi Press stepped into the breach and created *Go World*, with commentary on top level title games, instructional material and other Go lore.

These charming old *Go Reviews* contain some of the first advanced



nstructional material to ever appear in English, including many games analyzed at great length (15 pages or more) and numerous serials on improving various aspects of one's play. To our knowledge, aside from a few reprints in old *AGJ*'s, none of the *GMR* material has ever been printed elsewhere (though some highlights may appear here in the future).

These magazines are rare — probably no more than 1000 copies of any issue exist in print. As a result, they are increasingly sought after. The extent of this desirability became clear when Mason Clark recently offered the first five volumes (1961-1966) in an electronic auction conducted on the InternetGo Server. After several rounds in which Clark collected bids, then sent messages to all bidders informing them of the current high number, he finally accepted a bid of \$1000 for the 60 magazines. A set of eight volumes (1968-1977) reportedly sold earlier this year for \$1250.

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Container	Yes	Yes	No

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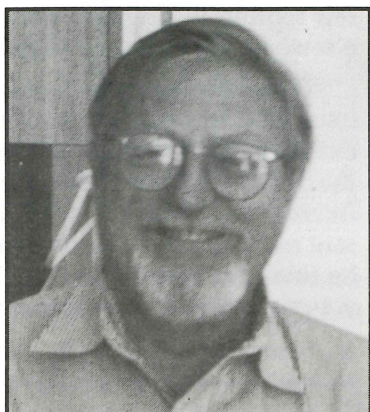
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**E-mail: [yutopian@netcom.com](mailto:yutopian@netcom.com)**

## WALT MCKIBBEN 1926 - 1994

*by Robert A. McCallister, past AGA President*

The Go world lost one of its most enthusiastic players on October 31, 1994 with the passing of Walt McKibben. Walt was a person of many talents. He had a degree in engineering, but when I first met him he was working as a Wall Street broker. He played the bass viol and the piano and worked extensively as a professional chorister, performing with groups in places such as Carnegie Hall and Radio City Music Hall in New York City. He once conducted at Tanglewood. At times he would leave New York to perform in summer stock in places such as Albany, N.Y. During a recent stay in Japan he performed in "An Evening with Noel Coward" that was staged by The Tokyo International Players.



I first met Walt some 40 years ago, but I am not sure how we met. It might have been at the Marshall Chess Club on West 10th Street, N.Y., where the New York Go Club met on Monday nights. Or it may have been at the New York Academy of Chess and Checkers, known as Fishers, on 42nd Street. At the time I was just starting the game and Walt was always willing to play with beginners. He used to come to my office on lower Broadway in New York for lunchtime games. Walt would show up with a bag of Go stones in each pocket and I would provide the board, the lunch and eventually some competition.

Walt left New York to work in San Francisco for a large brokerage firm. While there he decided to earn his doctorate in finance at the University of California, Berkeley. Walt and Herb Doughty started the Berkeley Go Club on October 12, 1967, when Walt was working as an econometrician, a Cal grad student, an actor with a Shakespeare company, co-director of a large group of Renaissance musicians and president of the American Go Association. As the first AGA president to live outside the NY area he contributed greatly to making the AGA a truly national organization.

Walt saw in his friend Richard Bozulich someone ready, willing and able to make a major contribution if given the chance, and he helped Richard get that chance — out of which grew Ishi Press and most of the English language Go literature.

After completing his doctorate he went on to teach at the University of Western Ontario, Canada and later at the University of Massachusetts. During this period he developed considerable skill in the art of econometric forecasting and applied this skill for the benefit of various financial institutions in this country, Japan and England.



As I recall, Walt first went to Japan in 1959 and spent some 7 months enjoying Japanese life and playing Go. During this period he made friends with a number of Japanese professional Go players, and enjoyed the hospitality of Minoru Kitani's Go club — admission to which was by invitation only! After his return he and Paul Anderson shared an apartment at 9 Commerce Street in Manhattan. This residence became a sort of unofficial New York Go Club and served as living quarters for various visiting professional players including Hiroshi Ozaki and Hirotaka Sannoo as well as a gathering place for members of the New York Go community. During this period Walt served as president of The American Go Association.

About seven years ago Walt went to Japan for 5 years to work for a Japanese security firm. During this period he played Go almost daily at the well-known Takadanobaba Go Club in Tokyo and was able to play as a third dan in this very strong club. He spent the last several years in London, England and recently returned to his home in Brookline, Mass. Walt was preparing to move to California when he passed away.

Walt was preparing to return to California when he was felled by a series of strokes in Boston. Walt is survived by his former wife Samantha Jellinek, professor at William and Mary; his daughter Sarah and son Matthew, who were at his side when he died. We shall all miss Walt and our world of Go is smaller for losing him.

*(Herb Doughty contributed to this article)*



*This photo, taken at the New York Go Club in the basement of the Marshall Chess Club, appeared in a Japanese Go magazine in 1960. Facing from l.: NYGC co-founder Mitsuo Horiguchi and three Japanese professionals. Their opponents, from l: Debbie Osborne, Robert McAllister, Walt McKibben and an unknown player*

# AN EXERCISE IN LOGISTICS AND FAITH

## 1994 North American Fujitsu Qualifying Go Tournament

*by Robert Cordingley*

"I'd really like you guys to hold the Fujitsu in Texas this year. What about it?" asked the President of the AGA, innocently enough. "What a great idea — we'd love to. We can get a nice hotel in Houston and have a great time. It'll be a piece of cake!" we said. And off we went to run the biggest Go event that Houston had ever seen. Several months later, with the North American representative selected, a simultaneous amateur tournament conducted, 65 action items completed, 35-40 checks written, some more gray hairs and still 2-3 action items to go, we have to say, "Phew, that was great, now back to our real jobs!" And thinking, "What must it be like to organize a US Go Congress?"

It seems that we have spent within .66% of the generous Fujitsu grant of ¥200,000 (about \$19,000). Not bad when you consider that the exchange rate can fluctuate by that amount in no time and we only got the money one week beforehand! But let's tell you what happened.

Before we begin we check that we've got everything. AGA's Chronos clocks for the Fujitsu, Ing clocks from Dallas Go Circle for the amateur, Go

### 8th North American Fujitsu Qualifying Tournament Scoreboard

**Houston, Texas: December, 3-5, 1994**

Round	#1	#2	#3	#4	Place
1. Michael Redmond	9-	13+	10+	4+	5th
2. Woo Jin Kim	10+	6-	12+	7-	9th
3. Charles Huh	11+	7-	9+	6-	7th
4. John Lee	12+	8-	11+	1-	8th
5. Kwang Chon Ko	13+	9+	7+	8-	2nd
6. Hak Soo Kim	14+	2+	8-	3+	3rd
7. Jong Moon Lee	15+	3+	5-	2+	4th
8. Jimmy Cha	16+	4+	6+	5+	1st
9. James Kerwin	1+	5-	3-	12+	6th
10. Janice Kim	2-	14+	1-	15-	12th
11. Michael Zeng	3-	15+	4-	14-	13th
12. Edward Kim	4-	16+	2-	9-	15th
13. Dong Soo Kim	5-	1-	15-	16+	14th
14. Stanley Chang	6-	10-	16+	11+	11th
15. Dino Cremonese	7-	11-	13+	10+	10th
16. Francisco Carino	8-	12-	14-	13-	16th



boards and stones for both, teaching board, game recording sheets, laptops to record as well, signs and banners to announce where everything is, prizes, check book, . . . Wait a minute, there are 41 items to check off here — yup they're all here. OK, let's go!

On December 2, sixteen top Go players, thirteen from the US, two from Canada and one from Mexico, converge on the Houstonian Hotel and Conference Center in sunny Houston. Situated on a wonderfully wooded 22 acre lot in sight of downtown Houston and 2 minutes (by car) from the Galleria Shopping Mall, it makes a very nice setting. The jogging trail is popular with Jim Kerwin and the accommodations are excellent. But it is raining on this first day and Friday afternoon rush hour traffic is a mess. It takes some visitors two hours to get from the airport to the hotel.

The reception is marvelous and one of our favorites is the apple and smoked chicken something or other — what were those? Michael Redmond is one of the last to show up, having arrived straight from Japan and we think looking somewhat beleaguered — well you would too if you had a stopover in Dallas! Players spontaneously accompany their munchings with *fusekis* and *tesujis* as they settle in for some friendly games.

Saturday morning, still raining and the pairings are up. Game recorders are poised and round 1 begins. On Board 1, Michael Redmond is paired against Jim Kerwin. Michael takes a handful of stones, Jim takes one, the handful is even so Michael takes black. Thus begins the upset of the tournament. After both players enter *byoyomi* the count is half a point to White! Somewhat stunned, we have to ask again who won. Now it feels like anybody's tournament. The sun comes out, shining through green leaves (when are we going to have Fall this year?) as we break for the afternoon. This is a time for the visitors to see some of the area and for the organizers to take a breath and cogitate on how events have progressed. All in all, it is going well.

Round 2, played on Sunday morning, brings the winners of the first round together. Where is everyone? We need to get going! As some opponents fail to show on time we start their clocks hoping no one will forfeit. As the last stragglers make it in, the focus of attention shifts towards the Korean-Americans, especially Jimmy Cha, Kwang Chon Ko (who beat Cha last year), Hak Soo Kim, Woo Jin Kim and Jong Moon Lee.

The girl friend of a German visitor, Andreas Muller playing 5k in the amateur, records the Cha-Lee game, thanks. Game recording on the whole is going pretty well, except these guys play so fast in their end game that the recorders can't keep up. Some players from the amateur tournament are stopping by to watch the games between their rounds. We print out a sign welcoming them but with an emphasis to keep the noise down. We adjourn for lunch with no timing problems, great.

Sunday afternoon and in Round 3, Hak Soo Kim is paired against Jimmy Cha — this could be interesting. Woo Jin Kim is paired with Kwang Chon

Ko, an all-L.A. match for the other attempt at the final. Need to make sure we get good game records and some pictures. Jimmy Cha wins again and Kwang Chon Ko defeats Woo Jin Kim. Meanwhile in the other games, Michael Redmond is winning now.

Sunday evening everyone sits down to the Tournament Banquet and shares Go experiences, opinions and just plain good company. Monday morning, did the video camera man show up yet? Ah, there he is setting up to record the final game along with the game recorder. Oops, his tripod is too short to get a good view of the board — the hotel comes through as we borrow their much taller one. We'll get every endgame move this time!

Everyone shows up much more promptly; guess they hate to lose time on their clocks! All goes well and games finish early with Jimmy Cha winning decisively. While we wait for lunch, it's a good time to get some biographical details from Jimmy and some pictures. Jimmy complains he's not got a suit for the photos. We take them anyway just in case he's not able to mail one to us. Lunch is ready and we can make the awards. Everyone is given an etched glass paper weight, the winners get their prizes, with the top three being awarded a brass plaque as well. Flash guns strike like lightning to thunderous applause (must have stolen that from somewhere). Time for people to leave and catch their planes.

Later after our final reckoning, we can return \$127.75 of unused funds to the AGA to carry over to next year to add to the \$287 retained from previous years. We send a package to the Nihon Kiin giving them the tournament results, the final game record, photographs of Jimmy and the tournament, his autograph and a copy of the tournament brochure. We post some game records on IGS and [rec.games.go](http://rec.games.go).

The Houston Go Club and the American Go Association are very grateful to Fujitsu Ltd. for their generous sponsorship of this event. Leah Brock of the Houstonian Hotel also gets a big thanks for all her help. Thanks also to TD Mike Peng, to Andy Kochis and Clay Smith who directed the side tournament, to video technician Bowen Chen and to treasurer Charles Harveson

Time for us to pack up and go home and catch our breath. When do we get to do this again?●●

***Next issue: Commented games, including Kerwin-Redmond!***



# 6 x 6 GO

by James Davies

Traditional Chinese philosophy views life as an interplay between yin and yang. In the yin-yang symbol, white represents assertive, positive force, while black represents more receptive, passive qualities. This sounds like a typical game of handicap go. Could the symbolist have been a go player? Perhaps so, but he did not play on a 6 x 6 board, for on that board, the roles of black and white are exactly reversed.



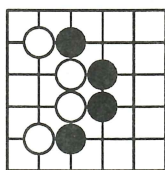
Go on a 6 x 6 board is much different from the 5 x 5 or 7 x 7 game. Black cannot get a decisive advantage by occupying the center point, because there are four center points, which will normally be divided equally. The first move still gives Black an edge, but how should he play to win?

Black should not be subtle. To put it simply, Black should take charge of the game, push White around, make moves that dictate White's replies. Paradoxically, an effective way to do this is often to play sacrifice moves, forcing White to capture Black stones.

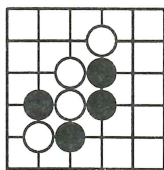
How should White play? His best strategy is to submit to Black's bullying. When you are fighting at a disadvantage, you shouldn't try to win the fight (go is the art of the possible). Just try to limit the damage.

It should not be hard to find the first moves in the following four problems (Black to play in each). A certain common theme runs through them. For a slightly harder challenge, try to read five moves ahead, that is, to find Black's first three moves. From there, if you can read to the end of the game, you will find Black winning by a progressively wider margin in each problem.

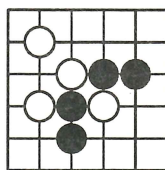
*(Answers on next page)*



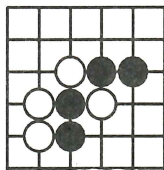
Problem 1



Problem 2



Problem 3



Problem 4

## Solutions to 6X6 GO (from p. 7)

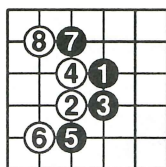


Diagram 1

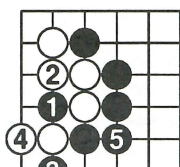


Diagram 2

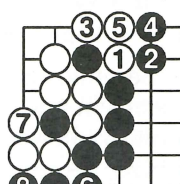


Diagram 3

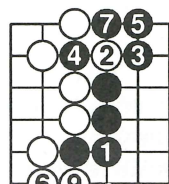


Diagram 4  
(8 connects)

*Diagram 1:* The standard opening in 6 x 6 go features aggressive hanes at Black 5 and 7. Black's next move is Problem 1.

*Diagram 2:* Black should sacrifice at 1 so that he can play 3 in sente. This tesuji is frequently useful on the full-size board. Black continues by connecting at 5, or an adjacent point.

*Diagram 3:* White 1 and 3 capture another stone, and Black 4 to 8 finish the game. The joy of sacrificing is that White gets squeezed into a constricted shape around the sacrificed stones. Black ends in control of twenty of the thirty-six points on the board, while White controls only sixteen.

*Diagram 4:* If Black just connects at 1, he cannot get both 5 and 6. White now gains control of seventeen points.

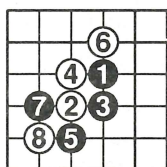


Diagram 5

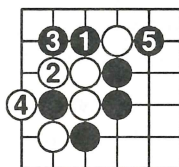


Diagram 6

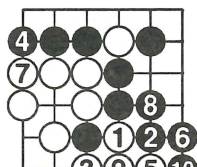


Diagram 7

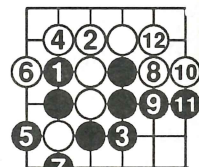


Diagram 8

*Diagram 5:* Dissatisfied with the result of Diagram 1, White tries to confuse the issue with 6 and 8. However, this gives Black a golden opportunity to take command of the game (Problem 2).

*Diagram 6:* Black seizes the upper side with 1, 3, and 5, forcing White to capture with 2 and 4.

*Diagram 7:* After White captures another stone with 1 and 3, Black can choose between 4 and 5. Either move enables him to limit White's control of the board to fifteen points, one point less than before. White is again crunched up around two captured stones.

*Diagram 8:* If Black doesn't want to lose any stones, he can play 1 and 3, but in go it does not pay to be stingy. White now ends in control of seventeen points.



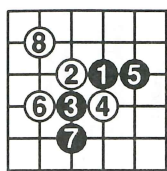


Diagram 9

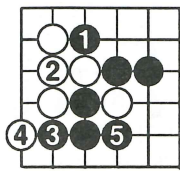


Diagram 10

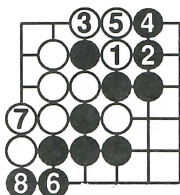


Diagram 11

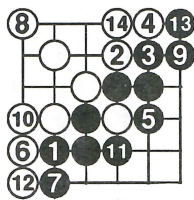


Diagram 12

*Diagram 9:* Another possible opening starts with a cross-cut from 1 to 4. After Black extends at 5, White 6 and 8 threaten to capture Black 3 and 7, posing Problem 3.

*Diagram 10:* Black must defend his two stones with 3 and 5, but first he should give atari at 1. This is another sacrificial move that occurs frequently on the full-size board.

*Diagram 11:* Thanks to Black's sacrifice, White 1 becomes gote and Black gets to play 4. The rest is easy. White ends in control of only fourteen points.

*Diagram 12:* If Black plays 1 without giving atari, White responds at 2, threatening 5. Now White gets both 4 and 6, and gains final control of sixteen points.

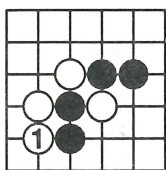


Diagram 13

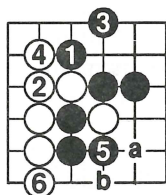


Diagram 14

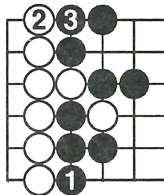


Diagram 15

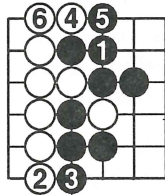


Diagram 16

*Diagram 13:* Problem 4 comes from the same opening as Problem 3, except that this time White has played 1.

*Diagram 14:* Black 1 and 3 are obvious, but Black's next move is interesting. Normally Black would make a solid connection, but here he should connect openly with 5. White responds at 6, threatening to continue at *a*, then *b*.

*Diagram 15:* Black should answer this threat at 1. He gets his best result yet, holding White to only thirteen points.

*Diagram 16:* If Black makes the normal solid connection at 1, after playing 2, White can hane at 4 and earn one point more. If Black were to play 1 at 4, White would play 6 in sente, then hane at 3, again getting an extra point.●●

# THE EMPTY BOARD

*by William S. Cobb*

## ATTACHMENT

Attachment is an important concept, both in Go and in Buddhist philosophy, although the concept seems quite different in the two contexts. For Buddhists, attachment is one way of describing the source of all suffering. It is what keeps us tied to the wheel of birth and death; ceasing to be attached to things is crucial for achieving enlightenment. In Go, on the other hand, in the right circumstances, attaching to one of the other player's stones can be a very useful tactic. It's especially effective as a way of settling stones in a hostile environment. Attachment strengthens the other player's stone, but it strengthens your own as well, and thus can lead to the establishment of a living group. Thus, in Go attachment can give you life in a difficult situation, while in Buddhism true life comes from ceasing to make attachments.

According to Buddhist philosophy, those who are not yet enlightened are fond of attachment, while in Go beginners are often terrified of it and panic when the other player attaches to one of their stones. Can we learn anything about these two kinds of attachment by thinking of them together?

In Buddhism being attached means treating something as though it were of inherent value, a thing whose worth is clear and whose loss would therefore be a bad, even devastating thing. Parents are often attached to their children in this sense, and people to their jobs or other things they see as essential to their identity and their survival. Buddhists see this as a mistake, and in fact think of it as a kind of greed, that is, trying to have more than is appropriate or even possible by using things to provide your life with some sort of inherent worth. Since things, such as children and victories, come and go, and their coming and going is dependent on many things over which one has no control, if the value of one's existence is dependent on holding on to some of them, one is doomed to a life of fear and anxiety.

So, in Buddhist philosophy being attached to something means holding on to it desperately, thinking that giving it up would be disaster. The task is to learn to appreciate the value of things, to enjoy them, but to do so without thinking that their value and our ability to enjoy them depends on having them in some sort of permanent way. And now the parallel with attaching in Go begins to emerge.



The stone with which you attach is very valuable, but its value is often realized by giving it up. This seems paradoxical to beginners, who tend to think that they must not allow any of their stones to be captured. So they hold on to the stone to which the opponent has attached with great determination. They eagerly grab the attaching stone if they can, failing to see that this is simple greed and a mistaken judgment about the value of something. "Ah, you want that stone?" the stronger player thinks. "Would you care for another?" Good things are not just to be held on to forever. Often giving them up can lead to even better things. This understanding of the principle of sacrificing stones, of treating stones lightly, is an important step forward on the path of learning to play Go.

Go players, therefore, are well prepared to understand the Buddhist concept of attachment. One puts down a few stones and begins to construct a framework or a life, but one is not afraid to give up a stone or even a group in order to gain a better position overall. In order to achieve the end of having a larger share of the board when the game concludes, one treats every stone as both precious and dispensable. Buddhists look at their possessions, their jobs, their children, and even their lives in a not dissimilar way. The only way to truly enjoy these things is to recognize that none of them is essential and all of them are ephemeral. Thus, when one loses one of them one is not devastated, nor deterred from the path toward enlightenment. That does not mean that one does not treat them as valuable. The only way to truly appreciate the value of the world is precisely to renounce it, to treat it lightly. In life, attachment to things makes one heavy. From the practice of attachment in Go, we can learn how to make our lives light, even enlightened.●●

[William Cobb teaches philosophy at the College of William and Mary in Virginia. His e-mail address is "wscobb@mail.wm.edu".]

## **JOIN THE AGA HONOR ROLL! (See p.40)**

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# WALKING STONES

## GOING FOR THE GO(LD)

*by Peter Shotwell*

Which do you like best? The feel of Go stones or the feel of money running through your hands? Combining these wonderful sensations with a vacation in the Far East is something you still can't get on Internet.

In my last article, I didn't get around to talking about how to pick up, take off, travel around, teach the world, enrich yourself and have all the time you want to scramble around on the great rating tree.

In Taiwan, teaching English pays about \$15-25/hr, you pay 3% (at the most) taxes and rents run about \$100-200 a month. Sound good? If you stay out of the bars and are working 25 hours a week, it means you are putting away \$1000 a month. That leaves a lot of time for Go. (On the mainland you will have even more time for Go, although the teaching will be strictly for the adventure.) But let's start at the beginning.

There are a number of sleazy "agents" who, for a fee, or just to rip you off for slave wages, will arrange teaching jobs and visas in either Taiwan or the mainland. The nicest places to teach on the mainland are the places you would like to be. Some of the other places are pretty awful—which is why they need agents to get them naive teachers. In Taiwan, big organizations like the YMCA make money by getting naive young teachers to sign contracts they think they can't break by tossing in a bit of plane fare. Then they charge double for the fare compared to what you can get on your own through a Chinese or Indian discount agency, where you can also get deals to include Japan, Hong Kong, Korea, Thailand, etc. They will also naturally overcharge you for visas. Get your mainland visas in Hong Kong, not the States; on the other hand, get your Taiwan visa in the States. Try for a 5 year, multiple-entry business visa; they're not hard to get if you're even considering a business venture of any sort. So go how you like to where you like, check it out and then find out about teaching opportunities.

Practically anywhere on the mainland there are plenty of universities who need teachers because they don't pay more than a subsistence wage. They do provide housing (generally in highly supervised "foreign expert" buildings), lots of travel perks, and other advantages. If you need more cash, working for a private company on the side is very easy, but a university job will give you a base, lots of ready-made friends, an easy teaching schedule (12-14 hrs/week), and the feeling that you are not working for "the rich b\*\*\*\*\*s" and are therefore doing good in the world. You will find, of course, that every university houses some very strong Go players and every town in China has a Go club.



If teaching at a university sounds daunting, don't be worried. Standing up on the bus or the subway or driving through traffic is a lot harder than waking up and having 20 or 25 young eager students waiting breathlessly for the next pearls of wisdom to fall from your English-speaking lips. All the English you will be teaching, unless you are silly enough to want to do literature and other subjects that require preparation, is spoken. On their hand, this is what is sorely needed, so on your hand, common sense is all the preparation you will need.

Taiwan is where the money is, the downside being that it is more McDonaldized and less foreign in living and working conditions; the upside, besides the money, is that it is more traditional, especially in terms of religious activities. The most notable aspect of this is the many temples, particularly those of Taoist cults whose activities include priests speaking with the dead, mortifying the flesh and carrying around chairs that are shaking with the friskiness of the gods seated in them.

Taiwan is also a much better place to formally study Chinese. The teaching institutions on the Mainland, always abysmal, have turned into money-making machines through hook-ups with American universities, who are eager to ship their (naive) young students off to see the world, for a price. The universities in Taiwan offer one-on-one besides course time and now it is cheaper than on the mainland. Costs are about \$800/semester, but you must enroll early. The gravy part is that you can teach on the side.

Do you need to speak Chinese? There are a lot of people who made a lot of money teaching English who cannot say more in Chinese than "I love you", "I want to eat", and "Is this a 'bushiban?'"

Bushibans are private after-hours schools which, due to historical, socio/psycho-economic factors, keep the average Taiwan school kid in a class room for 12 hours a day, six days a week. This means that there are a great number of urban kids getting lessons two or three times a week from a foreign teacher. (English, I have heard, is now Britain's second biggest export.)

Want to get away? The western cities in Taiwan, especially Taipei, are liveable, even enjoyable. To escape the pollution, a used motorcycle costs about \$300 and the most beautiful beaches and mountains are never more than a hour or two away. Even in the mountains, you will find Go clubs.

It's much easier to get teaching jobs in Taiwan than in Japan now, and much cheaper to survive in the "down time" period when you are getting set up—which usually takes a few months in Taiwan as opposed to a norm of six months to a (very expensive) year in Japan. Taiwan is a "hang-loose" society. You don't need monkey suits in the classroom, and the food is great (about U.S. prices). If you have any questions, check out the Lonely Planet Survival Kits or drop me a line at the AGA address. Ya' gotta believe—it's easy going!●●

# THE BLACK HOLE THEORY OF GO

*By Players Zero, Minus One, et al.*

## **The Initial Evidence of a World-Wide Decrease in Go Strength**

One of us (Zero) wrote in this Journal ("Go Culture in the Emerald City", Volume 25, Number 2/3 Spring/Summer 1991) concerning the apparent world-wide decrease in Go strength. Our group of investigators — now known as the Black Hole Go Club — observed that their own strength was clearly not increasing since in play among themselves they all continued to lose about half their games. Certainly any objective measure of strength must be tied to performance, and their performance, measured by wins over losses, was not improving.

None-the-less, some of their number who play with players outside the group (primarily in the Brooklyn Go Club) noticed that their handicaps in these *external* games decreased over time. The results of these exogenous encounters seemed to indicate a decrease in the strength of those external players unlucky enough to meet members of the Black Hole Go Club in combat.

Further research, however, revealed that some of these other players had Go contacts extending not only widely in the United States but also to Europe and the Far East. Oddly, those players showed no signs of decreasing strength in these other venues, and some of them even registered improved handicaps there. The only conclusion is that Go strength is decreasing world-wide, probably as a result of contact with the Black Hole Go Club.

Some have suggested that the improvement of Black Hole players' handicaps against players outside their group shows that they are in fact getting better at the game, but this is an hypothesis that depends upon the subjective determination that their opponents' strengths remain constant. Since no evidence for this has been produced, and we have the objective (win/loss ratio) measure of Black Hole Go players' strength, we felt justified as scientists in rejecting this unsupported speculation.

## **More Recent Corroboration — Estimates of the Rate of Decrease**

That is as far as our investigations had lead at the end of 1991. While fairly strong, the evidence up to that point could be described as strictly internal, depending upon measurements within the Black Hole Go Club itself. Since that time further and more independent corroboration has come to light, which we will review here. In addition, as a result of data gathered at the latest US Go Congress we may be able to give an initial estimate of the rate at which Go strength is decreasing.



## The "Vacation Effect"

At first, of course, members of the Black Hole Go Club assumed that the outcome of any game was completely random, just like their moves. However, one of their number (Steve Sutton) went away on an extended vacation of three weeks. Upon his return he was unbeatable for the next several days. "Boy, look what a little R&R can do for your game," was the initial reaction of the club members. But this pattern continued from vacation to vacation and member to member. Even players who were sick for a week came back apparently "stronger" — if that can be the right word — so R&R seemed an unlikely explanation.

Eventually it occurred to us that the player on vacation had simply not gotten worse while the rest of continued to decline because we continued to play. After the vacationer had played for a while, that player was dragged on down with the rest of us.

This theory was put to the test when BHGC members Mike Ryan and Daphne Grosset-Ryan took a three-week vacation to attend the European Go Congress in Canterbury, England. When they returned, they lost several games before returning to 50-50. So there was confirmation indeed. A vacation in which the vacationers play no Go, results in a period of winning while a vacation filled with Go results in an initial losing streak.

This experiment was repeated in 1993 and 1994 with the same two players attending the US Go Congresses of those years. The same results were obtained. In fact upon returning from Washington this year, Mike Ryan lost to Mike Roth (although with two players so similarly named it can hardly be said to matter who wins), and Daphne Grosset-Ryan, who won the 5 kyu band, lost to Jim Merkin (now a member of the Black Hole) whom she had been beating regularly before her so unwisely Go-intensive vacation. Obviously, the more Go we play, the worse we all get.

It is now clear that the only way to "improve" your Go is to refrain from playing. The question is, "Just how much stronger will I get if I stop playing?"

### An Extended Example of the "Vacation Effect" — Calibrating the Rate of Decline

The most recent North American Go Congress provided an opportunity to calibrate the decline of Go strength. Terry Assael (not, it should be noted, a member of the Black Hole Club, but one who has played with such people in the past), stopped playing Go in January of 1993. At that time she was 7 kyu. At this Go Congress she resumed playing after abstaining from Go for 18 months. She placed second in the 5 kyu band.

This event allows us to calibrate the Rate of Decline in Go strength.

Rate of Decline = -2 stones/1.5 years = -1.33 stones/year

At this rate today's shodans can expect to be 8 kyu by the year 2000.

Of course, it's an ill wind that blows no man good. An ambitious player, say currently 5 kyu, will ask, "What rank will I be at the millennium if I stop playing now?" A little arithmetic gives us the answer: 4 dan.

If you want to improve, but instead of stopping you find yourself sitting down once more at the Goban saying as you play on, "I can take this game or leave it alone", "I only play for the pleasure of it", "I can stop any time I want", and "Just one more game won't hurt", then perhaps the 12 step program developed by Abstainers from Go Anonymous could help.

### **How Komi Deals with the World-Wide Decline**

While there may not have been a conscious recognition that Go strength is declining, the professional associations world wide have actually created a compensating mechanism in the form of komi. Although the justifications put forward for the introduction of this recent oddity speak about "compensating White for Black's advantage" (already suspicious, since the player of the white stones is actually stronger), komi deals effectively with the decline of Go strength caused by playing a weaker player. One of us (Minus One) offers the following analysis:

- 1) At the beginning of the encounter, White is stronger.
- 2) By contact with Black's moves during play, White becomes weaker — weak enough perhaps to be worse than Black was to begin with.
- 3) Komi compensates for the loss of strength engendered by encountering the Black player's moves.

### **Evidence of an Acceleration in the Rate of Decline in Go Strength**

When first introduced, komi was but 3.5 points. It has since been increased to 5.5 points and the Japanese are considering a further advance to 6.5 points. The Ing Foundation, anticipating the headlong rush downward, has raised the komi to the equivalent of 7.5 points for games played under its rules.

It's clear that the professionals are, as always, well ahead of the ordinary Go player in sensing trends in Go thinking.

### **First Causes**

Can it actually be that Go world-wide is being brought down by contact with a few bad players? It is true that these players began as bankers at Citibank and have since sunk even lower, most of them having moved to a large brokerage firm (Smith Barney). Still, the fact that their mode of employment is spiritually whirling them down to ever lower depths of moral degradation does not seem a sufficient explanation for their effect upon the whole world of Go. This theory, put forward in our original article, seems on the face of it, simply too anthropocentric. What wider, more universal force could be the cause of all this?

We postulate the existence of a Black Hole of Go Knowledge, and we suggest that this group of players happens to be situated unfortunately near that object.

It is only their proximity to this horror that makes them appear to be the cause, and they should not be blamed for what is clearly their misfortune, a misfortune greater than other Go players yet suffer. They are only the first, and many will eventually find themselves in their place when the Black Hole Go Club has long passed beyond the Go Event Horizon. They are, after all, more to be pitied than censured.

### **Evidence of a Black Hole of Go Knowledge**

What evidence do we have of an external force of the magnitude necessary to pull down the entire world of Go? Quite a lot, actually.

By examining those who seem to be closest to the center of this intellectual singularity, namely the Black Hole Go Club itself, we see just the sorts of deformations one expects to find in the close vicinity of an intellectual black hole.

### **Deformations of the Proverb Structure**

Go is famous for the vast wealth of its proverbs, covering everything from who should connect their stones ("Even a moron connects against a peep") to how much you learn from books ("For every joseki you learn, you lose a little bit of strength"). Let's look at what has become of proverbial knowledge within the intellectually contracting confines of the Black Hole Go Club.

The farther apart your stones, the more territory they enclose.

If you can't read a ladder, play it out until you can.

There are no bad moves, only bad opponents.

Postpone counting till the the end when you can figure it out.

As long as your stones have liberties, they're still alive.

Why connect when you can cut?

Your opponent's stupidest move can be your own.

Sente is just another way to waste a move.

### **Deformations in the Theory of Shape**

One member of the Black Hole Go Club is writing a monograph on The Inner Strength of the Empty Triangle. Although this paper is not yet available, we can reveal its main thesis: the empty triangle is actually quite strong because it always has one liberty. (As long as your stones have liberties, they're still alive.) The really dangerous shape is the *full* triangle, the shape that results when your opponent puts a stone inside the previously empty triangle and takes your stones off.



## Deformations in the Theory of Fuseki

The opening is well known to be the most difficult part of the game. Professionals tend to spend the largest part of their time in tournaments on this part of their play. This suggests that the intellectual structure supporting this phase of play is the most fragile, and hence the most likely to show evidence of the mind-bending effects of an intellectual black hole — and the data in this area show such extreme deformations as to suggest that the members of the Black Hole Go Club are very close to having their minds slip over the event horizon and out of sight in the very near future.

For example, following the proverb, "The farther apart your stones, the more territory they enclose", members of the Black Hole Go Club have developed an analysis leading to hyper-modern fuseki.

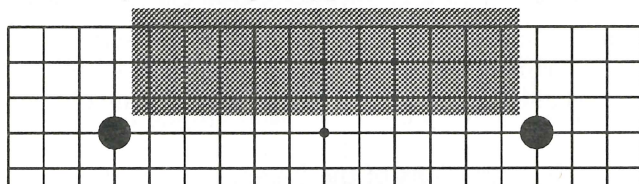


Diagram 1

With stones on the 4-4 points (the "Modern Fuseki" of Go Seigen and others) Black can claim as territory the shaded area in Diagram 1.

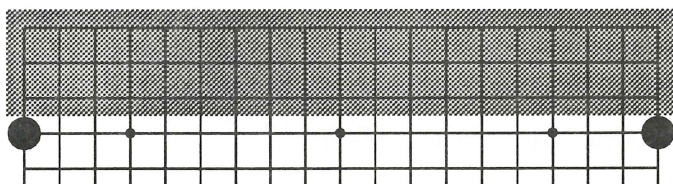


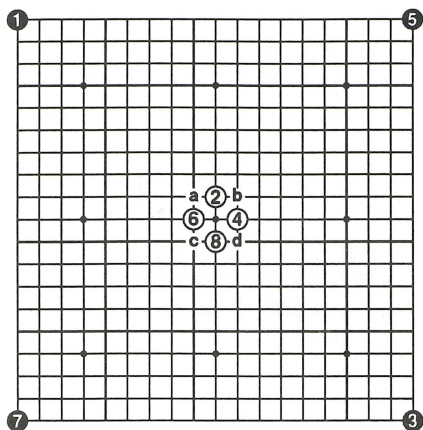
Diagram 2

Note how the "Hyper-Modern Fuseki" of the Black Hole Club (shown in Diagram 2) claims 18 points more territory with the same two stones by placing them on the much more efficient 1-4 points.

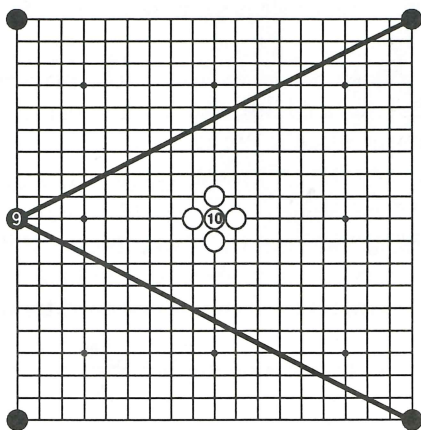
While this evidence ought to convince the most hardened skeptic that forces beyond the mere human are at work here, the following game (up through move ten), together with Black Hole Club Analysis is presented as final proof of the existence of an intellectual black hole sucking our minds down to a single meaningless point.

### Game Record I

1. Black seizes the corner, power radiating all the way to each edge.
2. White plays for central influence.
3. Black attempts to control the whole board, the sector lines from each of Black's stones meeting in the unoccupied corners.
4. White continues the center strategy.



**Game Record 1: 1-8**



**Game Record 2: 9-10**

5. Black now controls half the board, using the longest sector lines possible. Only the presence of the White stones interrupts this strategy.

6. White nears completion of the plan to capture the center.

7. Black now has control of the entire board, except for a small part of the center.

8. White now completes the capture of the center point.

### **Game Record 2**

9. Black attacks the center while seizing two large areas on the sides with the extremely long sector lines created by 1 and the opposites corner stones.

10. White, mindful of the many cutting points (*a,b,c,d* shown in Game Record 1) defends all of them at once with 10 making a firm, solid shape.

At this point the game seems well balanced, with Black retaining the advantage of the first move. (Indeed, many might say that Black has yet to make a first move.)

## **The Search for the Black Hole**

Given that such a black hole exists, where is it located?

While an actual black hole cannot, of course, be observed directly, its presence can be inferred from a number of things. Strong turbulence should be observed in its vicinity, and strange movements in ratings published by the American Go Association seem to point to the possibility that the black hole is actually embedded deep in the AGA rating system itself. Two examples of such turbulence should suffice:

1. Marilyn Stern played in a NY Go Institute tournament, starting with a rating of -3.0. The TD had obtained the latest ratings from Sam Zimmerman one week before the tournament and set the handicaps for games accordingly. Marilyn won two out of three games, but when she went to

play in her next tournament (in Philadelphia), her rating had dropped to -3.3.

2. Two very inexperienced players have reported entering tournaments at 20 kyu or lower and, after losing all their games, have seen their ratings move up to 17 kyu.

Further confirmation of the existence of an intellectual black hole in the AGA rating system could be obtained by the observation of Cherenkov radiation from the lower depths of the rating system. We suggest making observations at about the 20-kyu level. The wavelengths of AGA ratings (in Ångströms) can be obtained by the well-known formula,

$$\text{Rating Wavelength} = R \frac{2\pi}{h}$$

Where

R = The player's AGA rating

h = Plunks Constant (the average number of points lost when Black plunks down a stone)

$\pi$  = The diameter of Phil Straus' favorite dessert (pizza) in Ångströms

Thus the wavelength of a 3-dan rating is:

$$\frac{3.5 \text{ pts} \times 2 \times 14 \text{ in} \times .0254 \text{ m} \times \frac{10^{10} \text{ Angstroms}}{\text{meter}}}{6.626 \text{ pts}} = 0.375 \text{ Angstroms}$$

While that of a 20-kyu works out as:

$$\frac{-20.5 \text{ pts} \times 2 \times 14 \text{ in} \times .0254 \text{ m} \times \frac{10^{10} \text{ Angstroms}}{\text{meter}}}{6.626 \text{ pts}} = -2.196 \text{ Angstroms}$$

The implications inherent in the fact that kyu ratings give off negative wavelengths are, of course, quite far-reaching but unfortunately beyond the scope of this paper.

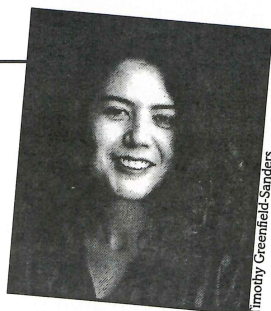
It should be noted that the AGA rating system is not the only possibility for the locus of the Black Hole — ratings on the Internet Go Server seem to be more turbulent than even AGA ratings, and dan players in that venue sink more rapidly to kyu level than even the very sophisticated software of the AGA can arrange.

We look forward to further research by others supporting our conclusions.●●



BY JANICE KIM

## LIFE IN B LEAGUE



Timothy Greenfield-Sanders

After watching one too many movies it occurs to me that it's time to present my ideas to the Go community at large, be laughed off the stage, picked up in a black limo outside and whisked away to the Greater Magellanic Cloud.

It is imperative to my plans that I be established as a loose cannon (not a reference to the Fujitsu, twitch, twitch) with no friends save a small canine, with whom I share take-out Chinese and teach fabulous doggy tricks, as I work tirelessly over charts and graphs, grids and lines. Laugh if you will, it is I who will be Overlord of much of the universe, my position as a god assured by a lighter and a cheap ballpoint.

If you read a layman's book about black holes or some such, you may be struck by how Dr. Thickglasses (who doesn't actually exist, this is actually just a pseudonym for a female supercomputer) demonstrates using simple household items like spaghetti and a vacuum cleaner how the universe behaves.

It may also bother you that in the movies, doorways and keys to other dimensions look mysteriously like juicer attachments.

While leafing through an interior design magazine, I happened to notice a traditional Go board being used as a plant stand. The caption read, "So-and-so uses Japanese gaming tables as a design element in their spacious converted factory." Investigating further, I found that the factory, before it was converted into a light and airy domicile for people with too much time on their hands, was the third-largest producer of home appliances on the West Coast, including, presumably, juicers.

Coincidence?

Now you'll have to take my hand, because what I'm going to claim now cannot be proved, but can only be grasped by leaping over an abyss of sorts.

The first Go board was actually discovered in the wreckage of an alien craft that landed on Earth approximately four thousand years ago. More than that, it was the control panel of the ship that allowed it to cross over vast expanses of space by using the everyday concepts of identity and time. The dying alien, unable to communicate with humans, searched unsuccessfully in their minds for the concepts it needed. Pointing, it sounded out two words to describe the polished surface inscribed with lines: GO BOARD.

The humans, unable to figure out what to do with it, used it as a gaming table. Later, when they were mass-produced, Go boards found a new use as clever plant stands. When curious people asked "What's that?" the answer was, "Well, that's a Go board."

If I can learn how to program my VCR after two years of studying it carefully, one can imagine that after a thousand years, human beings could figure out how the Go board worked. The problem was that

- a) even after learning how it worked, it was not easy to operate;
- b) even though some people guessed it was not just a game, they were unaware of the dimensional doorway they were opening by "playing."

This is understandable, because of the way human beings are wired. They are not particularly suited to interdimensional travel. This is because they lack the seventh sense, they are unable to "see" time. We can see people moving, but only in relation to other objects. By the same token we start moving in time when we play Go, but we are, unfortunately, unable to see it, except when we stop by the club for a quick game and our spouses berate us soundly for missing the silver anniversary party.

But you are aware of the passage of time, you protest. I haven't explained it clearly. When we play Go, we are moving doubly in time. The first movement, on the y-axis, say, is the standard moving forward in time. This happens whether or not we play Go. But use of the doorway activates the z-axis, moving in relation to time in time.

We move in relation to time in space by walking for ten seconds to the refrigerator. We move in relation to space in space by walking to the refrigerator on a planet revolving around the sun. We move in relation to time in time by playing Go.

The "movement" of Go stones is parallel. How can stones "run out to the center" if they can't move? The stones are moving in relation to time in time. We grasp this as we do analysis; we understand that when we say a particular move is good timing, we don't mean that it ought to be played at 4:23p.m. But we have difficulty because we still think in terms of space, of the stone leaving the bowl and being placed "somewhere" on the board. To understand how the doorway works, we have to see how the stones are moving in time.

From the point of view of time, a person standing on a road looks like a series of identical people walking down it. The trick to time travel is identity. If you see Bob today and you see Bob tomorrow morning, we say that Bob has moved through time. If Bob suddenly turned into Jill before our very eyes, we don't say that Bob travelled through time or space, we say "Holy mackerel!" Clearly we're not exactly the same people from one instant to the next, but we retain our identity. Everything, in fact, must retain its identity to really move in time or space.

Consider the Go stone. Notice a Go stone looks like another Go stone. Notice that a game of Go looks pretty much like a person standing on a road from the point of view of time, that is, a series of identical objects moving along a line. When we play "bad" moves, what we are actually doing is changing Bob into Jill and hoping no one will notice.

Once you start looking at the Go board from the point of view of time, you begin to see how it can be manipulated.

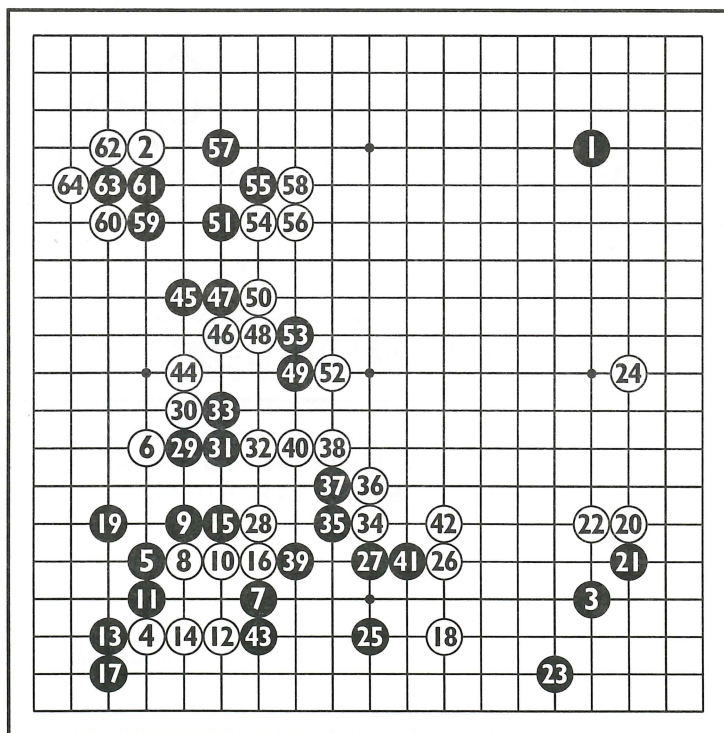
You begin to see how it can be manipulated.

After I returned from the Fujitsu, I flipped a coin a hundred thirty-five times. Each time, I guessed heads or tails incorrectly.

I have packed a small bag. I am ready.

### Game Record One

I'm Black, and I'm very definitely Bill, moving in relation to time in time at a fast clip. Suddenly, at move 65, I become Jill. Do you see where Bill needs to play to maintain his identity?

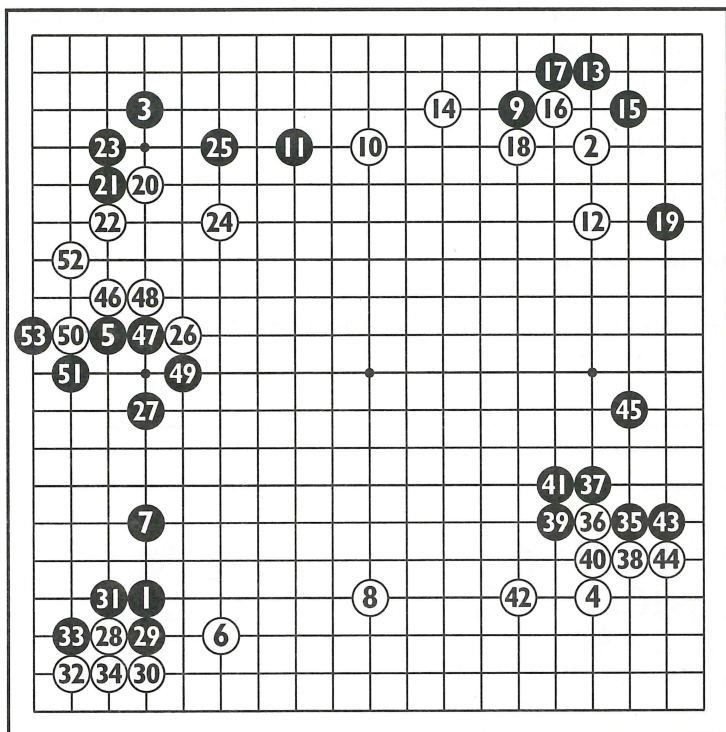


Game Record One (1-64)



## Game Record Two

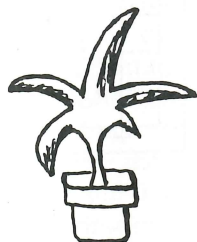
I'm White, and once again I'm Bill. I've decided not to become Jill again, but Bill suddenly appears in a flower-print dress at move 54. Can you tell what move suits Bill best? (Send your answers c/o AGJ.)



Game Record Two (1-53)

### TOP FIVE REASONS NOT TO GIVE UP GO FOR A CAREER IN INTERIOR DESIGN:

5. Your parents will be glad you stopped playing that kooky Oriental thing.
4. You'll have to think in color.
3. You can't smoke and paint at the same time.
2. You'll have to buy your own T-shirts and mugs.
1. Go boards make terrible plant stands.



# YANG'S LIFE AND DEATH PART X

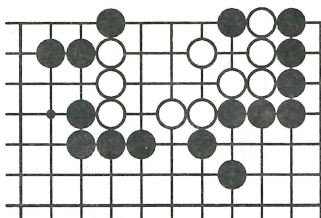
by Yi-lun Yang, Pro 6-Dan

translated by Chen-dao Lin

## PROBLEM 1 BLACK TO PLAY

(Simple Level)

The first move is the key in subduing the opponent, the continuation should follow naturally.

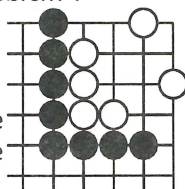


Problem 1

## PROBLEM 2 BLACK TO PLAY

(Middle Level)

The structure of this corner is unusual. There are some weaknesses. On which side do you play to initiate the attack?

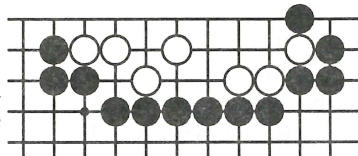


Problem 2

## PROBLEM 3 WHITE TO PLAY

(High Level)

Black's atari appears to have missed the moment. How should White utilize this opportunity? (Solutions on p. 46)



Problem 3

## KILLER OF GO

by Sakata Eio, Honorary Honinbo

A legendary work by a legendary player . . . now for the first time in English!

"Razor-sharp" Sakata, so long at the forefront of the go world, produced this book when he was at the height of his powers, a classic text on the theme of killing stones.

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coming soon:

COMPENDIUM OF  
TRICK PLAYS

# This is Go the NATURAL Way! Part VII

by Takemiya Masaki, Honinbo

from Kido, May 1982; translation reprinted from the British Go Journal

translated by Bob Terry

In the early stages of the opening one aims first at the open corner, second at making an enclosure in the corner (shimari) or an attack on the opponent's corner and third at occupying a big point; this is the generally accepted order of evaluating the size of the moves. However, it is not chiseled in stone that one must necessarily play according to this order of moves, only that one pursue a strategy in keeping with one's strengths and carry it through consistently. In that case, no matter where one plays, one will be sure to realize full value from one's moves.

The game in Diagram 1 is from the 1970 Nihon Kiin Championship Tournament. I played Black against Yamabe Toshiro, 9 dan.

After playing on the three star points on the right side (sanrensei), I ignored White 6 to take the big point at 7. These days this method of play has been dubbed "Takemiya style" and has achieved recognition as a standard strategy, but around the time of this game I was just beginning to play this opening in various tournaments.

Even so, this does not mean that Black 7 is the best move.

Black usually answers White 1 in Diagram 2 with 2. After White 3, Black turns to the big point at 4 and if White continues

with *a* or *b* a fine game results. However, settling the position with the exchange of Black 2 for White 3, to my way of thinking, narrows the areas open to play on the board and limitations have been placed on methods of play at one's disposal.

Of course, White will naturally counterattack and Black must be prepared for this. Since White has had his move ignored, fighting spirit dictates that he take some kind of measures against this corner.

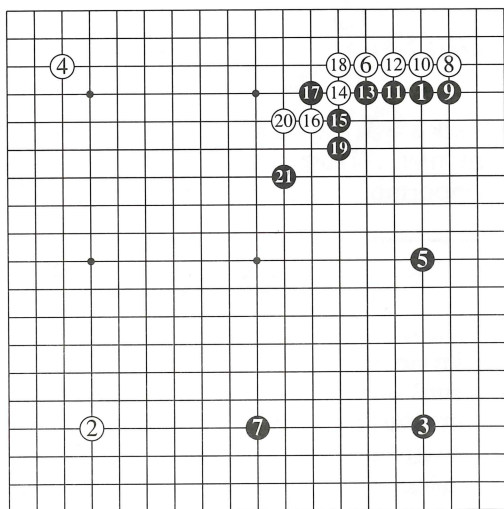


Diagram 1



If White plays the double attack at 1 in Diagram 3, Black will attach and extend with 2 and 4, and up to 8 his marked stone is working effectively. If White plays 1 a point lower at *a*, Black will answer at *b*, encouraging White to invade at the 3-3 point.

Here the immediate invasion at the 3-3 point with White 1 in Diagram 4 makes very good sense, but if Black answers by blocking from the opposite direction with 2, he violates the logic of his own strategy. Up to 12, Black makes thickness, but White 13 neutralizes it.

In answer to White's invasion at the 3-3 point with 8 in Diagram 1, the sequence from the blocking move of Black 9 through White 12 is inevitable. Then Black pushes along with 13 and the following moves so that up to 21 he perfects his large territorial framework (moyo). I am sure that the reader can see how the move that Black played at the beginning of this sequence, at 7, works effectively in the whole scheme of things. The only troubling thing about this course of play is the slow tempo of the move at 13.

This same opening appeared in a game I played against Ishida 9 dan in the 1974 Pro Best Ten Tourna-

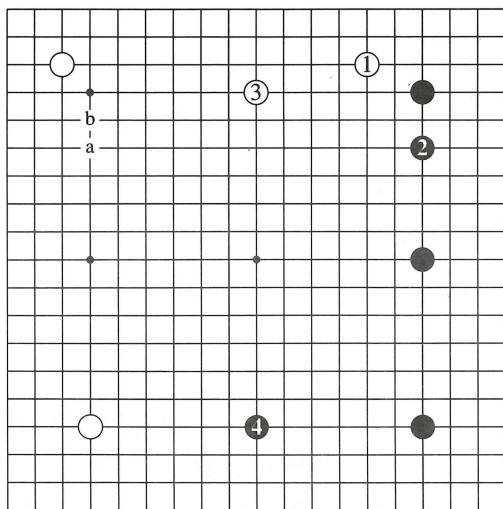


Diagram 2

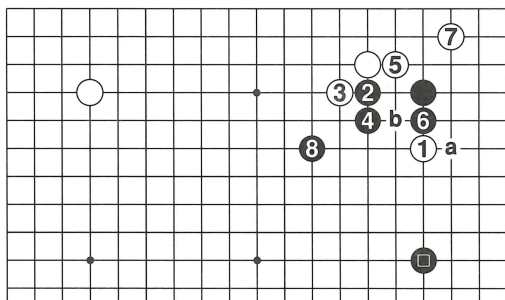


Diagram 3

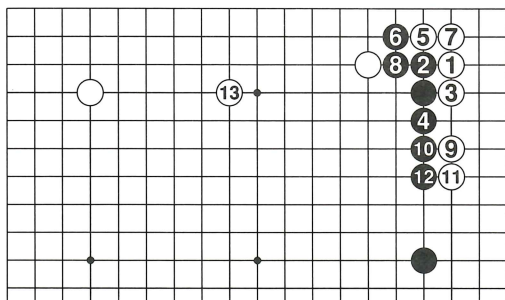


Diagram 4

ment as shown in Diagram 5. At that time I played the knight's move of 6 after the usual moves at 2 and 4 and play proceeded to 10 (actually Black 17 in the game). One cannot declare that this line of play is clearly superior to that in Diagram 1, but recently I have come to highly value speed in

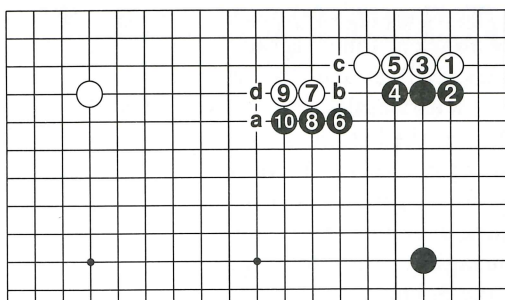


Diagram 5

the opening and therefore started playing the knight's move at 6. After this, White played at *a* and after *Bb-Wc*, Black started a fight with *d*.

### Game Supplement

**White:** Ishida Yoshio, Honinbo (age 25)

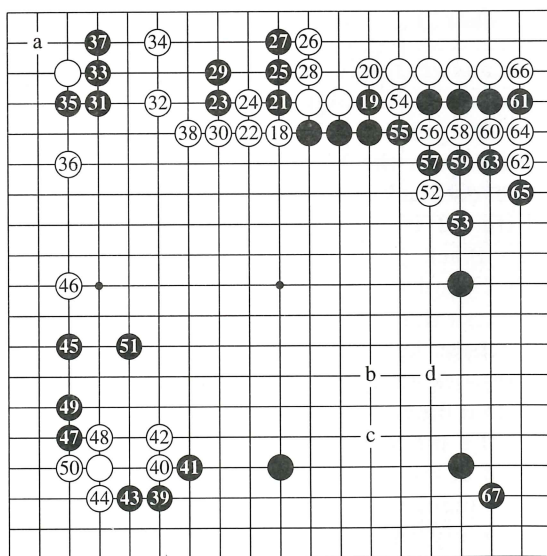
**Black:** Takemiya Masaki, 7 dan (age 23)

Played March 3, 1974 at Tokyo

komi = 5 1/2 pts.

### Game Record I (18-67)

The shoulder hit at Black 31 is a terrible overplay. It would be better to play at 1 in Diagram 6. White 2 is the usual answer and Black can proceed effectively with 3 and 5. If White plays 2 at *a*, Black *b* makes good shape. When White counterattacks at 32, Black is at a loss for a good answer. Black ends up sacrificing his 5 stones.



Game Record I (18-67)

White 36 threatens a play at *a*, forcing Black to answer, and then 38 eliminates any opportunities (aji) Black has to utilize his dead stones.

After White's checking extension at 46, Black 47 to 51 is par for this position.

White 54 and the following moves were unexpected. Instead, invading at the 3-3 point in the lower right corner with 67 would have been usual.

With the moves to 65, Black builds up thickness and with the diagonal play at 67, Black has recovered from his blunders in the opening.

Next, White should perhaps try to erase Black's territory with a move at *b*, and if Black answers at *c*, jump to White *d*.

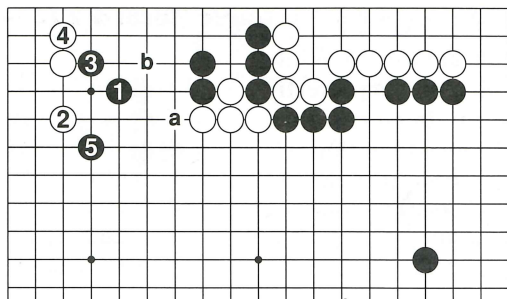


Diagram 6

(cont'd next page)

# FREE \$\$!

## (Well, almost free)

The AGA has recently received a major capital grant from the Taipei-based Ing Chang-ki Goe Foundation, to help spread Go in this country. This money is available to you and your club! Here are a few ways to apply for a grant:

**TOURNAMENTS:** If you are willing to try out Mr. Ing's SST Laws of Goe (or if you already use them!), your tournament can qualify for a block grant to augment the prize fund, get more publicity, or other goals. \$7000 per region is available for this purpose and will be distributed this year by the regional VP's.

**EDUCATION:** On p. 44 of this issue, a new column dedicated to spreading Go among children starts up, written by our new Education Coordinator. \$5000 has been set aside to fund teaching projects in schools. Contact Noné Redmond at the address given in her article.

Do you have other ideas? Write 'em up and send 'em in! Maybe you're onto something we haven't thought of yet!

**AGA PO Box 397 New York, NY 10113**



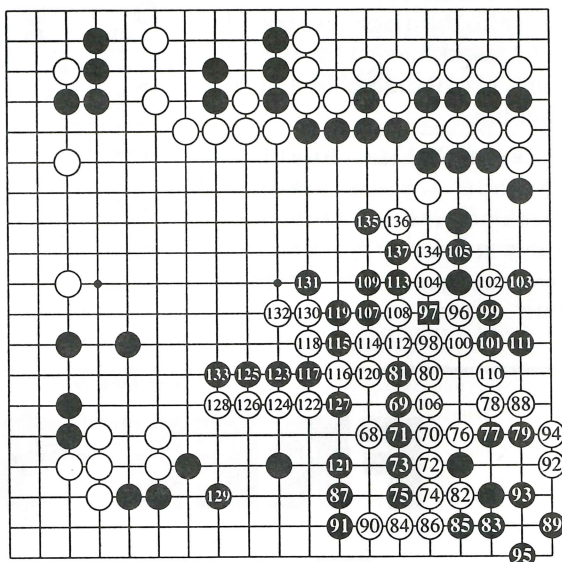
## Game Record 2 (68-137)

In answer to White 68, Black 69 is perfectly placed. In so saying, it must be added that it is impossible to read out all possible variations that may lead from this move, but one must rely upon intuition to find the strongest way to play. And in answer to the intuitive play at 69, Ishida also played intuitively with White 70. A wild melee breaks out with the following moves, and the question boils down to who kills whom. But for Black, going all out to kill White, the position is not a pleasant one to play.

White 98 is perhaps too forceful a play. If White instead plays 1 in Diagram 7, Black will atari at 2 and connect at 4, and although White abandons the tail end of his group with 5, by living with 7 White can play for a drawn out game.

After Black 137, White's group is finally trapped with only one eye.

*Black wins by resignation  
after 137 ●●*



Game Record 2 (68-137)

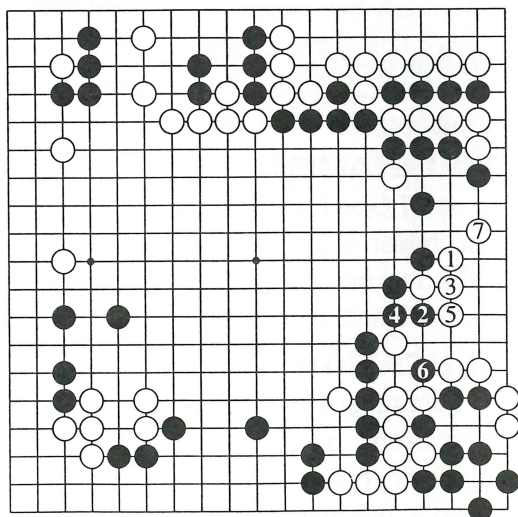


Diagram 7

# A WINDOW OF OPPORTUNITY

An interview with Anton Dovydaitis of Ishi Press International

*AGJ: How is Ishi Press doing these days?*

**AD:** Pretty well. We've recently added a decent but inexpensive Go set to our wholesale line. So far they've been selling as fast as we can make them. It's attractively packaged in a black tube with a color picture of a Ronin and a Go board, and the rules are right on the package, and priced to retail in the store for about \$29.95, which is just about right for a "new" game. At that price, customers will buy just to see if it's as good as the salesperson says. Any higher, and the customer has to make a decision.

It's a decent quality set: glass stones in cloth bags, a vinyl mat, and a rules booklet (the AGA's *Way to Go*). You've got to have a decent Go set, or the game doesn't work. Just try playing with small plastic stones on a cardboard board — you can't.

*AGJ: Sounds like a decent gift idea for friends who have shown interest in the game. Is it in your mail order catalog?*

**AD:** Definitely not. This set is designed to attract newcomers to the game. Our mail order customers are already playing Go. Ishi Press wants to expand the Go market, and the best way to do that is through game stores.

*AGJ: Why is that?*

**AD:** Game stores have the sales people to spread Go, as well as the incentive to expand the Go market—namely sales. Game stores understand how to sell hobbies, whether it's role playing games, miniatures, trading card games, or Go. Hobbyists are the core customers of most game stores; they make regular purchases and recruit others to the hobby—from the store's perspective it's like having extra salespeople.

*AGJ: What about Go clubs?*

Of course Go clubs are vital. Ideally, the core of a growing Go community is a partnership between a club and one or more local game stores. The store can refer new players to the club, as well as help with publicity and sponsorship for tournaments or other events. The club can provide the stores with expertise—teaching the sales people to play Go for example, or recommending books and equipment. Most stores would be delighted to have the club run a regular beginning Go class at or near the store. More Go players makes for a more vital Go club, and makes for more sales for the game store. It's a win-win situation.

*AGJ: So how do set up a partnership like this?*

Well, first you've got to find a local game store. Just look in the Yellow Pages under GAMES or HOBBIES. You're looking for the kind of place that sells role playing games and the like. Visit the store, and ask if they

carry any Go books and equipment. If they don't have much in the way of Go, explain to the sales person what kind of stuff you're looking for—books, boards, stones. Let them know about the Go club, where and how often you meet. Ask about making an appointment to see the owner or the manager on another day.

*AGJ: Sounds like you're asking the organizer to act like a salesperson.*

**AD:** Exactly. And since most players really love the game, selling it won't be that difficult. It's easy to sell a product you believe in.

*AGJ: So what's next?*

**AD:** The next step is to convince the store owner or manager that they could make good money if they carried Go merchandise. When you see the owner, bring a few Go books, and maybe a nice set. If possible, bring another club member so the owner sees that this isn't a one man show. Briefly explain what the game is, how long you've been playing, why you play it, and what kind of people play Go. Tell them you've had difficulty getting Go books and equipment in your area because there isn't much in the stores. Show the owner the Go books, and tell him how many you own. Ask your friend how many Go books he/she owns. Show off the Go set, and tell him how much it cost. Estimate how much you've spent on the game, and how much a typical Go player might spend.

*AGJ: Sounds like a pretty hard sell.*

That's the idea, of course. When I did this in Santa Cruz, the owner hired me right on the spot. And I did such a good job there, that Ishi Press wound up hiring me just a year later. But yes, that's the basis of the relationship. If the owner sees that the club is going to bring money into the store, then it's in their interest to support the game.

*AGJ: You haven't mentioned Ishi Press yet.*

**AD:** Believe me, it'll come up. The books are almost all Ishi Press, and of course the best equipment comes from Ishi Press. We have almost no competition at the wholesale level—everything else is mostly junk. And quality counts.

*AGJ: So if the store does decide to carry Go, they'll wind up doing business with you?*

**AD:** Yes. The next step is let the owner know what the club has to offer the store. Offer to do some beginning Go classes for their customers and the sales people. Make sure the store has fliers for the club. Offer to put the store's name, address and telephone number on the club flier (everyone likes free advertising). Suggest a basic line for the store to carry: beginning Go books, basic Go sets, with some more advanced books and better equipment as well. Once the sales start coming in, the store will broaden its line and make more effort to sell Go.



The way to broaden the market for Go is by increasing the number of people who get paid to promote Go. Clubs are great—where else are you going to play Go? But the future of Go will be determined at the street level, in the game stores. We need more Go players—it's that simple. Stores can do things that clubs cannot, and vice versa. As partners, a club and a game store can do more to promote Go than either one could ever do alone.

*AGJ: Like what?*

**AD:** The store in Santa Cruz has an annual Game Day where they promote various games. The club set up a booth with volunteers to teach people how to play Go. The store also sponsored a simultaneous exhibition with Jujo Jiang in downtown Santa Cruz, as well as a two day Go College with Jiang at the community center. The club even ran a Go class out of the Department of Parks and Recreation. And nobody buys a Go set or Go books from Game\*Alot without finding out about the Santa Cruz Go club—all the clerks at the register know when and where they meet.

*AGJ: Is now a good time to promote GO?*

**AD:** Actually yes. Because of a recent fad in collectable card games, stores have much better cash flow than usual. But they're worried about the fad coming to an end, and are looking to invest in more stable sources of revenue. At the same time, the owners have become even more aware of how powerful a sales force people who love their games are. So it's a good time to make this kind of appeal for two reasons: game stores have the cash to buy inventory, and they'll recognize the value of recruiting Go fanatics. So yes, now is a very good time.

*AGJ: What about the Ing grant? How do you think it should be spent?*

**AD:** I think education, getting young people to play Go, should be the top priority. The Redmond Cup has made tremendous advances in organizing young players nationally, and it should get strong support.

The money should be spent so as to multiply its effect. Don't look at Ing's grant as a bottom line—here's how much money we have to spend—but as seed money, used to attract more money.

For example, to provide prizes for local or regional tournaments, make it a grant of matching funds to attract additional sponsorship. That is, for every dollar in cash or merchandise a business donates for prizes should be matched by an Ing dollar—don't just give it away! Matching funds not only make sponsoring more attractive, but once a business becomes involved, it becomes in their interest to make that sponsorship widely known. Maybe the AGA should go so far as to underwrite some local advertising for Go events. If a store can get some publicity for 50 cents on the dollar, they'll do it.

*AGJ: You make Go sound like a business.*

**AD:** When it comes to organizing and promoting the game, it is.●●

# LET'S GO!

by Noné Redmond, AGA Educational Coordinator



## Part 1: Getting Started

I spoke with Michael Redmond, the American professional Go player living in Japan, recently on the phone. Since I am his mother, this was not all that unusual. But when I told him I had been asked to write a column for the *American Go Journal*, there were several moments of silence, followed by a polite, "What will you write about?" Michael knows very well that what I know about Go can be summed up in a couple of words.

"Not much."

Nonetheless, I have taken on the job of AGA Educational Coordinator because, like Michael, I am interested in the teaching of Go to young people. My husband and I together with Ernest Brown and Mike Bull in San Francisco have started the Michael Redmond Cup, which we hope will become an annual youth tournament. But, as Ernest warned me when we started, there are not many children out there playing Go. So it seems natural to work on getting Go taught in schools, youth clubs and anywhere else where young people congregate.

Have you ever thought that you might like to teach Go? And then wondered how to begin? How do people get into the schools? Where do they get their equipment? When do they teach? And what kind of a curriculum do they have, if any?

In my correspondence with the small band of pioneers now teaching Go in schools, I am amazed at how different peoples' experiences can be. I have had several letters complaining unhappily about the difficulty of getting permission to teach in local schools. On the other hand, several of you tell me how easy it was to get permission to teach in local schools! I have the impression that formal applications to school boards and administrators sometimes tend to get lost in red tape, while a more informal approach yields better results. Perhaps you have a child at the school, or know the parent of one, or know a teacher in the school. One person taught Go to a math teacher, then suggested lessons for that teacher's class.

Sometimes entree into the schools happens by accident, as it did with Herb Doughty of Berkeley. A Go teacher in the Berkeley school system, Herb was writing comments on student game records in a restaurant one day when he was approached by a woman who wanted to know what he was doing with the Go games. It turned out that she was the principal in the Oakland schools and Hey Presto! All of a sudden Herb was in the Oakland schools as well!

Best of all, some of you are already teachers in the school! That's the easiest path of all.

For those of you who need to persuade teachers or principals to let you in, there's plenty of ammunition (some of it more dramatic than scientific). References to the game's colorful history as the "Game of the ancient Shoguns" for example, can be augmented with discussion of the game's central focus on the balance between greed and aggression, and how it figures into the mind of the Asian businessman. Someone wrote me pointing out that studies done by Japanese psychologists show that Go improves cognitive and intuitive skills. This writer proposed separate testing to be done in the US by developmental psychologists.

A friend teaching Go in an inner-city school serving a minority population gave a profile of his average Go student: "He does his homework, he reads books and hardly ever looks at TV, he's not on the streets — he's playing Go." I can't imagine a better portrait for a principal of a city school to have projected for those of his students who learn to play and love the game of Go.

I need to mention at this point that this will be a continuing column, but I'm not going to write it. *You* are. Many of you out there already teach in the schools, and some of you have been nice enough to write me and share your experiences. This information is valuable to us all because it helps to decide how we ourselves can proceed. If more of you write and share with me your successes as well as the problems, maybe together we can find some answers and maybe even get help from some of the foundations that support the promulgation of Go. Please write and tell of your experiences getting in and staying there.

Next time, something about equipment. What to do about getting it, making it or having it donated? Those of you who have solved this problem, how did you do it?●●

*Write: Noné Redmond, 14542 Echo Ridge Dr., Nevada City, CA 95959*

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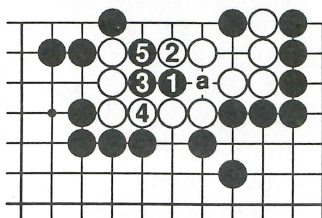
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## SOLUTIONS TO YANG'S LIFE AND DEATH (from p. 31)

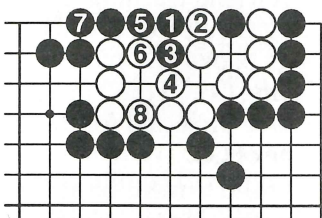
### *Soluton to Problem 1: White dies*

**Solution:** Black 1 hits right on the White group's key spot. White 2 must prevent Black *a*, but is unable to prevent Black from connecting back with 3 and 5. If White plays 2 at 3 instead, Black still connects back through the first line after playing at 2.



Problem 1: Solution

**Failure:** The exchange of Black 1 and White 2 removes the opportunity of destroy the eye space at 4. If Black attaches with 1 at 3, White can separate at 5.

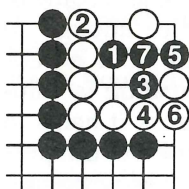


Problem 1: Failure

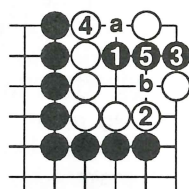
### *Soluton to Problem 2: White dies*

**Solution:** Black's attachment at 1, viewing the four White stones as the target, is the correct approach. After White 5 and 7, White's corner does not have the necessary eye shape to live.

**Variation (1):** If White blocks on the other side with 2, Black pushes at 3. After Black 5, Black would get either *a* or *b*. White still cannot make life.

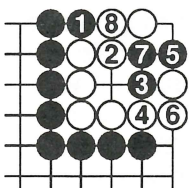


Problem 2:  
Solution

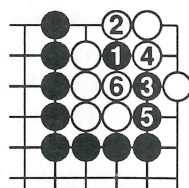


Problem 2:  
Variation (1)

**Variation (2):** If White responds at 2 instead, Black would openly attack the four White stones starting with 3. The fate of the White's corner is still the same as before.



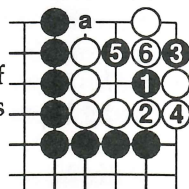
Problem 2:  
Variation (2)



Problem 2:  
Failure (1)

**Failure (1):** Black's push at 1 is vulgar; White is alive after he occupies the key point at 2. Despite Black's best efforts, White lives after 8.

**Failure (2):** Black's premature attack with 1 and 3 ends with failure. If Black played 5 now, White 6 obviously would not play at *a*. If Black 5 connects at 6 instead, White plays at 5; the result is the same as Failure 1.



Problem 2:  
Failure (2)

### Soluton to Problem 3: White lives

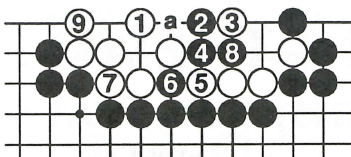
**Solution:** The best course is to make eye shape first with 1. After Black 2, White 3 and 5 ensure safety. If White makes eye shape at 9 directly, Black can play at 6 first and falsify the eye with *a* afterwards.

**Failure (1):** White 1 appears to be the shape move. 2 and 4 are forceful replies on Black's part. Even though White 7 is a good move, Black 8 throws in and ataris with 10; White can not connect. The only recourse is to fight this ko to live.

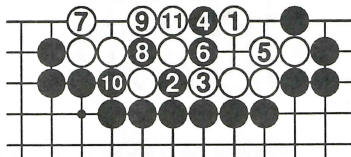
**Failure (2)** (variation of the previous Diagram): After Black 2, if White connects at 3, then Black's 4 and 6 still leave White in trouble.

**Failure (3):** If White connects at 1 here, Black 2 is a clever response. The simple continuation after Black 4 will be ko to kill White.

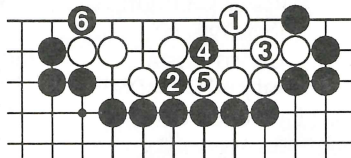
**Failure (4):** Black 2 breaks up the eye shape in response to White 1 here. White has no choice but to play at 3, making ko to live.●●



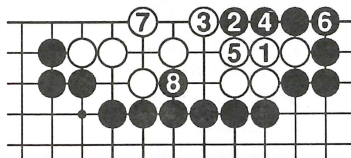
Problem 3: Solution



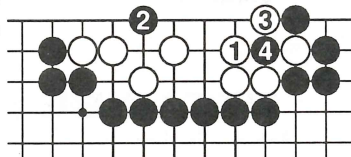
Problem 3: Failure (1)



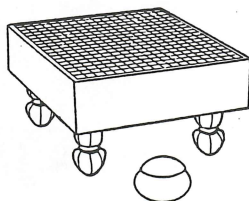
Problem 3: Failure (2)



Problem 3: Failure (3)



Problem 3: Failure (4)



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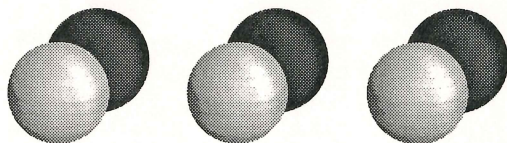


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